

GENERAL RULES AND REGULATIONS:

1. The United States Soccer Federation Rules will apply to all situations not specifically covered in the following City rules.
2. The team on the field will consist of a maximum of 11 players, including a goalkeeper. There must be minimum of 8 players present on the field for a team to play. The following represents accepted gender combinations for the co-rec league. **THESE COMBINATIONS DO NOT INCLUDE THE GOALKEEPER, WHICH MAY BE OF EITHER GENDER.**
 1. five (5) men and (5) women
 2. four (4) men and (6) women
 3. four (4) men and (5) women **OR**
 five (5) men and (4) women
 4. four (4) men and (4) women
 5. three (3) men and (5) women **OR**
 6. five (5) men and (3) women.
3. A player constitutes a uniformed, rostered player with all of the proper equipment being worn (i.e. shin guards, uniform, cleats.)
4. **Slide tackling is not allowed in this league.** The definition of a slide tackle is as followed::
 1. The slide must occur before contact is made.
 2. The soles of both shoes are not touching the ground.
 3. The tackle can be made from any direction. Officials in the contest will make this call based on their objective observations; this is a judgement call and therefore is not subject to debate or protest. The penalty for slide tackling will be a yellow card. A in-direct free-kick will be awarded to the opponent. If the interaction occurs in the penalty box a penalty kick will be awarded.
5. **Goalie:** When he/she receives the ball, he/she may run with it (does not have to bounce) and has to release it in six (6) seconds. If he/she exceeds the six (6) seconds the official will blow the whistle and it will result in an in-direct free kick.
6. **GAME AND FORFEIT TIME:**

Two games per night – 6:30 and 8:15 p.m. The field supervisor's watch is official. The game will be played in two forty-five (45) minute halves. A 15-minute grace period will be allowed, if a team is below 8. The 15-minutes will come out of the first half of game time. If the 8th player is at the playing site, the game must begin. Being at the playing site does not include driving into the parking lot, walking from the parking lot, or changing shoes. At the 15 minute mark, both teams must be ready to play. If a team forfeits three times, the team may be dropped from the league. Two forfeits and the team may not be invited back the following season.
7. **TIE GAMES:**

Tied league games will **not** be played out. See rule 14 for tournament.
8. **PENALTY KICKS:**

All penalty kicks can be taken by any player during league and tournament games.
9. **UNIFORMS:**

Matching jerseys are required, other than the goalie who will be required to wear a uniform of different color/pattern than the balance of team. Players not having matching jerseys and numbers **will not** be allowed to play. Players must also have numbers on the back of their jersey in order to play.

10. **GAME BALL:**

Will be provided by the City of Tempe unless **BOTH** teams agree on a different ball.

11. **EJECTED PLAYER:**

Any player ejected from the game (receiving a red card, or two yellow cards) will be suspended for their next game automatically and must leave the field of play immediately. Depending on the violation and the Code of Conduct a player may also be suspended for longer (see the Code of Conduct.) Any ejected player who appears in the next game or games shall cause his team to forfeit. Any player who is ejected multiple times in a season will be ineligible to participate for the remainder of the season. Suspensions may carry over from season to season.

If a player is ejected for pushing, swinging, or punching another player, self-defense or not, he/she will be automatically ejected for the season and possibly for the entire year. If your team has more than one of these incidents during the season your team will be automatically dropped from the league and will not be allowed to register in the upcoming season. As the coach of the team you are responsible that all your players are aware of these rules and regulations.

Field supervisor has the authority to issue a yellow or red card for any infraction of the Code of Conduct.

12. **SUBSTITUTION:**

Teams may substitute on a throw-in or corner kick, on any goal kick, or after a goal by either team. The team with the possession will be allowed to substitute first. If they chose not to then the opposing team will not be allowed to make a substitution. All players must notify an official before entering the playing field and enter at midfield.

13. **All players are required to wear shin guards any time they are on the field, no exceptions!!!**

14. **FOUL LANGUAGE:**

There will be **zero** tolerance of foul language (see Code of Conduct.)

15. **TOURNAMENT TIE-BREAKING PROCEDURE:** One 10-minute overtime period will be played in all tournament games that end in a tie. If the game is still tied after the ten-minute overtime, a shootout will begin with a female, male, female, male, female rotation. If a tie remains, there will be a sudden death shootout until the tie is broken. Only players on the field at the end of the game will be allowed in the shootout.

16. **SPORTSMANSHIP POINTS:** Each team will start each game with five (5) sportsmanship points. Any team which receives two yellow cards for ungentlemanly conduct/rough play, or any inappropriate play will automatically lose one sportsmanship point. Each additional yellow card will result in the loss of one sportsmanship point. Any team that receives one red card will automatically lose two sportsmanship point. Each additional red card will result in the loss of a point. If at any point in the match a team has lost three sportsmanship points the field supervisor will determine if the match is to continue.

For a team to win the regular season championship and be eligible for the post season tournament it must finish with **25 sportsmanship points**. If at any time during the season it becomes mathematically impossible for a team to achieve **25 points** then that team will be dropped from further play. Teams will be rated on sportsmanship by the officials and field supervisor. The lowest ranking which the official will be allowed to issue will be a three. After that the field supervisor will determine the final ranking. **NOTE:** The field supervisor has been instructed to stop the match any time they see fit and take points from a team. The field supervisor may take more than one point at a time away from a team.

16. **PROTESTS:**

Only protests regarding ineligible player(s) or rule *interpretations* will be accepted and considered valid. Protests involving the judgement of an official will not be given consideration. The team manager or assistant manager is the only participant allowed to file a protest. The manager must call time and inform the referee of the intent to protest. The field supervisor and official will confer, if necessary. ALL DECISIONS BY THE FIELD SUPERVISOR OR OFFICIAL ARE FINAL. The manager then has the option of filing written protest, accompanied by a \$25 fee, to Tempe Parks and Recreation by 5:00pm the following work day. If the protest is upheld, the \$25 fee will be refunded. **IN ALL PROTEST SITUATIONS, THE GAME PLAY WILL CONTINUE.**

In the event of any rule questions the Sports Coordinator shall have the authority to institute new rules or to modify current rules, to maintain a continuity of the overall Sports Program. This interpretation of the rules shall be final.

Adult Sports Coordinator: Richard King (480) 350-5249

Recreation Supervisor: Larry West (480) 350-5218